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WHL  
a master gaming controller designed or configured to control a game played on the gaming machine wherein each game played on the gaming machine includes receiving a wager for the game, determining the game outcome and the presenting the game outcome and to communicate with one or more game service servers wherein each game service server provides at least one game service;

a communication multiplexer device connected to the master gaming controller wherein the communication multiplexer device is transparent to the master gaming controller allowing the master gaming controller to communicate with a particular game service server without knowing whether the communication multiplexer device is in a communication path between the master gaming controller and the particular game service server, the communication multiplexer device comprising

(i) a plurality of communication ports wherein each communication port is capable of transmitting and receiving messages with the master gaming controller using a native communication protocol,

(ii) an output communication port for transmitting and for receiving messages with the one or more game service servers using a second communication protocol, and

(iii) processor logic that multiplexes and demultiplexes messages between the plurality of communication ports and the output communication port and that converts between the native communication protocol and the second communication protocol; and

a network interface connected to the output communication port that receives and transmits messages using the second communication protocol.

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17. (Twice Amended) A multiplexer communication device for multiplexing communications between a master gaming controller on a gaming machine and one or more game service servers, the multiplexer communication device comprising:

a plurality of communication ports wherein each communication port transmits and receives messages between the gaming machine and the multiplexer communication device in a native communication protocol;

a multi-port communication board allowing each communication port to be configured to accept multiple native communication protocols;

an output communication port that transmits messages addressed to one or more game servers and receives messages from one or more game service servers addressed to one of the plurality of communication ports using a second communication protocol; and

processor logic that is capable of multiplexing and demultiplexing messages between the plurality of communication ports and the output communication port and that converts between the native communication protocol and the second communication protocol wherein the communication multiplexer device is transparent to the master gaming controller in its communications with the one or more game service servers allowing the master gaming

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concl,

controller to communicate with a particular game service server without knowing whether the communication multiplexer device is in a communication path between the master gaming controller and the particular game service server.

31. (Twice Amended) A method of providing communications between master gaming controller on a gaming machine and one or more game service servers in a communication multiplexer device connected to the gaming machine and the one or more game service servers, the method comprising:

establishing communications with a boot server located outside of the communication multiplexer device;

initializing one or more of a plurality of communication ports on the communications multiplexer device wherein each of the initialized communication ports is connected to a game service network interface on the gaming machine;

mapping each of the initialized communication ports to a port game service server;

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configuring each of the one or communication ports to accept a native communication protocol used by the master gaming controller on the gaming machine for communications over the game service network interface with the port game service server wherein the communication multiplexer device is transparent to the master gaming controller allowing the master gaming controller to communicate with a particular game service server without knowing whether the communication multiplexer device is in a communication path between the master gaming controller and the particular game service server;

establishing a communication connection between each communication port and the port game service server;

receiving a message from the master gaming controller via a first initialized communication port in the native communication protocol used on the first initialized communication port and

transmitting the message using a second communication protocol different from the native communication protocol to the port game service server mapped to the first initialized communication port.

#### REMARKS

Claims 1-40 are currently pending in the application. Claims 1, 17 and 31 have been amended. The applicant believes the claim amendments do not add any new matter.

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